

Data download protocol,

1. **STROBE** is pulled high and **AUTO FEED** is pulled low

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- 2. <u>INIT</u> is then pulled low, (this enables the down load mode and resets the address to 0000)
- 3. Data for the current address is placed on the **DATA** lines
- 4. **STROBE** is then pulled low then high, (this will write the data into the pod ram)
- 5. <u>AUTO FEED</u> is then pulled high then low, (this will increment the counter to the next address)
- 6. Steps 3-5 are then repeated for each byte in the emulator
- 7. When data transfer is complete **INIT** must be returned high.

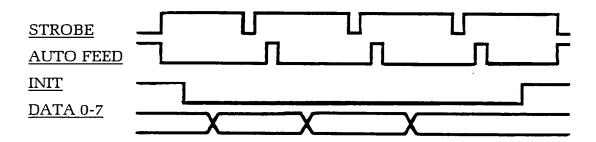
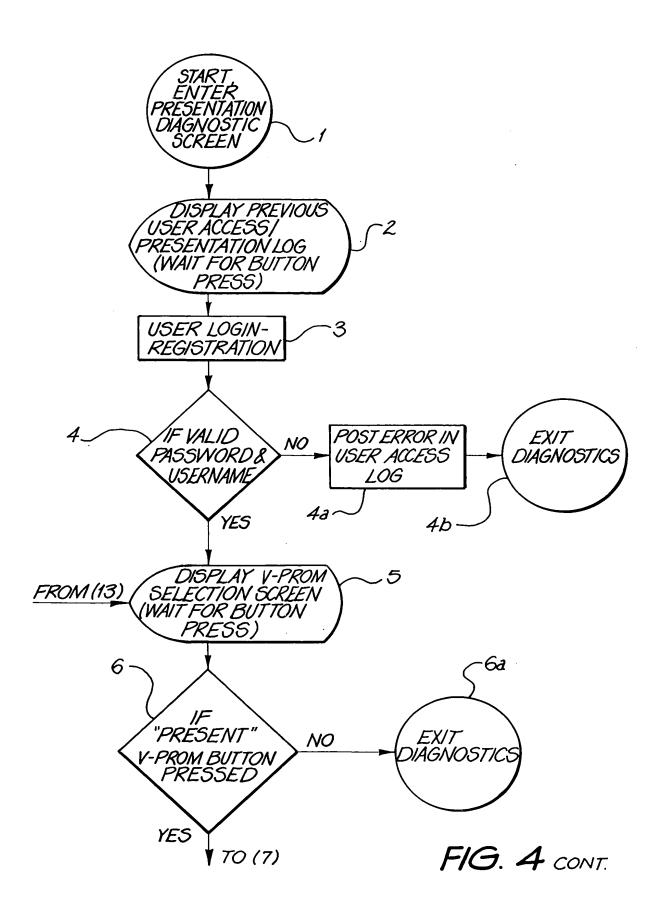
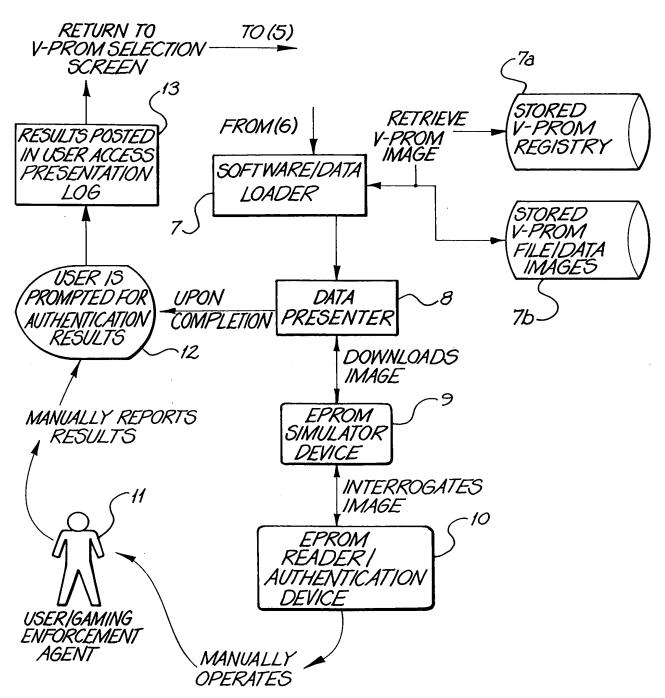


Figure 3 - Download Timing Diagram





CONT. FIG. 4